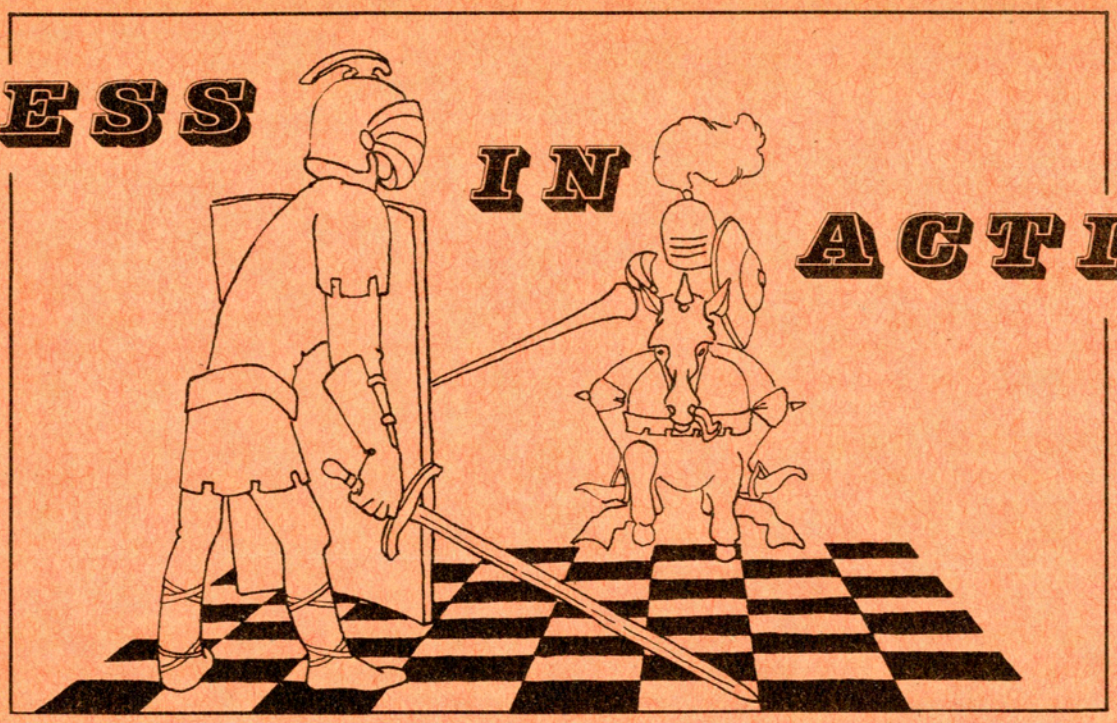
CHESS IN ACTION



********** NOVEMBER - DECEMBER, 1960 **********

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AN OUTPOST ON AN OPEN FILE

The Supervisor of one of those large offices covering the major part of one floor of a modern building was having disciplinary problems with a certain group of employees who happened to be situated geographically remote from his own desk.

Being a good chessplayer, he had the bright idea of moving the desk of his Chief Assistant into this problem area and, soon afterwards, the problem was solved. His strategy was analogous to that of posting a Knight as an outpost in an open file! Office Chess!!

A VERY MERRY CHRISTMAS AND A HAPPY NEW YEAR TO ALL OUR CHESS FRIENDS

AGAIN WE BRING YOU:

PRICELESS PEARLS OF PHILOSOPHY FROM THE PEN OF OUR PERIPATETIC PATZER:

STAUNTON DINNERPLATE

PARIS POSTCARD

Paris! Breakfast on the Champs Elysees! You know, I used to have difficulty with the language until I discovered a number of formulae. For instance, if I want coffee with cream, I say "Cafe au lait, s'il vous plait" and if I want black coffee, I say "Cafe au lait, s'il vous plait, without cream." Again, if I want two eggs, I say "Deux oeufs s'il vous plait" and if I only want one egg, I say the same thing and then, when the waitress brings me two eggs, I give her one back. It is not difficult to get along in foreign parts, if one uses one's intelligence so.

After breakfast, I sauntered along to the famous Cafe de la Regence, where I engaged in skittle games until lunch time. After lunch, I meandered along to another not quite so well known restaurant-cafe catering to chessplayers. It is called "Le Fou Sou" (which I believe means "The Drunken Bishop") and is situated on the corner of la rue Potage aux Champignons and la rue Rechauffe Bonaparte.

There were quite a few notables sitting at the little sidewalk tables under the shade of the gaily colored umbrellas. I saw Jean Cocteille drinking a French Martini (5 parts vermouth to one part gin) and talking to the equally famous Gertrude Steinitz the authoress of that delightful poem "A pawn is a pawn is a pawn is a pawn. It is not generally known, I would like to say, en passant, that she also wrote another poem of equally scaccic charm which went thus:

I AM KING

I am King
I am King, on KB2
I am King and who are you?
I am King and when I sing
I am King like anything.

I also saw Igor Blastofsky, well over 70, who nearly managed to get his U.S. Citizenship but was caught drinking vodka and eating Belugi caviar by the FBI and so had to flee to Paris. Talking to him was Boris Gufinov, who used to teach chess in Washington D.C. I heard him say "So I said to Ike, Look Ike, you'll never play good chess if you will insist on holding your pawns with the overlapping grip".

I participated in the restaurant's Open Chess Championship the ensuing week and was lucky enough to win a trophy: "LE COUPE POUR LE JOUEUR QUE VENAIT LA PLUS GRANDE DISTANCE".

The following day, very early, Boris Gufinov, Igor Blastovsky, and a pretty young female chess genius named Carolyn Prszczynsk, and myself, caught the Blue Train to Nice, where we were to be the week-end guests of the Marquis de Madde - that fabulously wealthy patron of the Scaccic Arts. We agreed to have a tournament of our own during the 14 hour trip South.

****

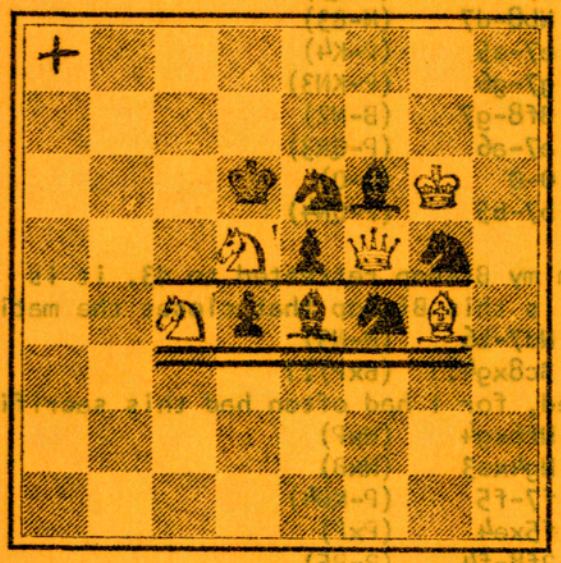
FOR HEAVEN'S SAKE DON'T MISS THE NEXT EDITION OF "CHESS IN ACTION" WHICH WILL HAVE A DOUBLE DOSE OF STAUNTON DINNERPLATE: FIRST, THE TOURNAMENT ON THE TRAIN TRIP SOUTH, AND THEN THE MAD MAD PART OF THE MARQUIS DE MADDE. **********

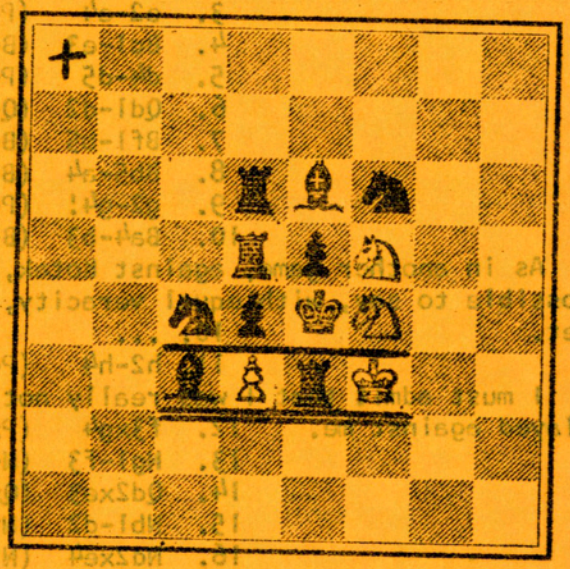
****

CHESS FRIENDS OF NORTHERN CALIFORNIA Secretary: Virginia McGinley (to whom all changes of address and money should be sent); Chuck McGinley, Ratings Director; both of 2763 Chelsea Drive, Oakland 11, Calif. William S. Stevens, Tournament Director, 2005 - 35th Ave., S.F.; George Koltanowski, International Chess master, Blindfold Champion and guiding genius, 3049 Laguna St., S.F. (JOrdan 7-2410) Entusiastically assisted by Leah Koltanowski and Florence Stevens. **********

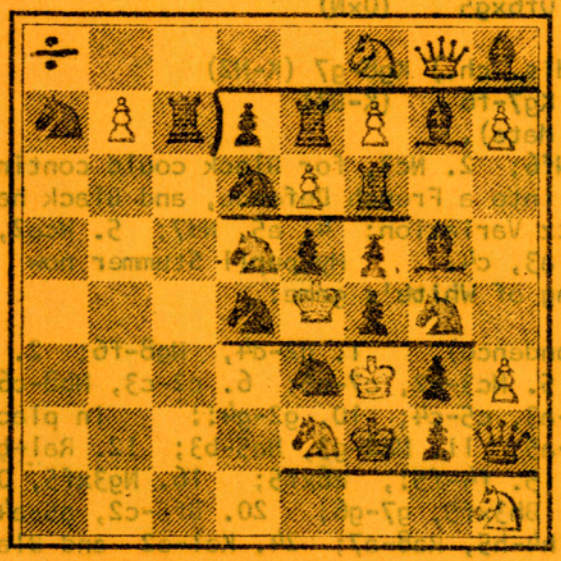
« SCACCAMATICS »

Here is a new type of Chess Problem for you to while away a few hours over the holidays. The idea is this. Instead of showing you sums using the numbers 0123456789, instead, we have used an algebraic-type notation using chessmen!!!!! Brilliant, what? What you have to try and find out, in each problem, is what chessman represents what number. And, of course, a problem is consistent to the extent that if you find a black pawn stands for a 7, then all black pawns in that same problem will also stand for 7. The first is a fairly simple addition sum. Try it. Now try the second one.

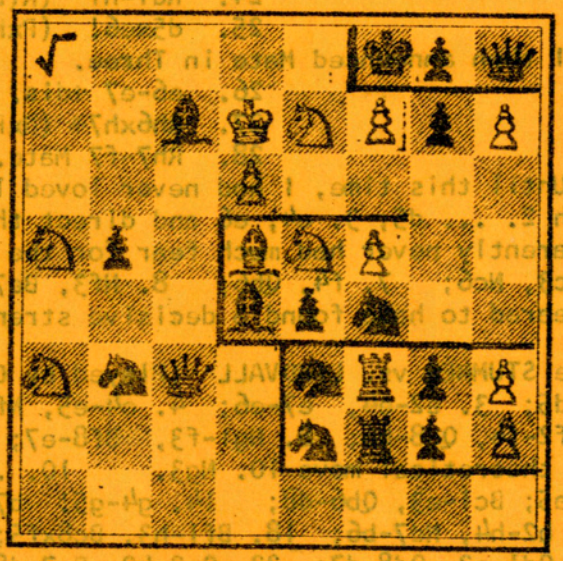




Now we begin to get real tricky. Problem 3 is a long division sum. As you can see, there is a one-digit figure left as a remainder. Set it up on your board and use some of that Christmas Scotch-tape for the lines.



Now the last problem is a real difficult one - unless you are a good mathematician. You have to find the Square Root here. I'll bet there are plenty of people who can't do this even with numbers! The answer is at top. Here



ON THE PRACTICE OF MY SYSTEM

by

EMIL JOSEF DIEMER

(Being a continuation of an article begun in the Sept./Oct. Edition)

Another exciting game played during my Swedish trip was the following:-

	E. J. DIEMER		OELLER	
1.	d2-d4	(P-Q4)	Ng8-f6	(N-KB3)
2.	f2-f3	(P-KB3)		

I have often hesitated to make this move, called by Dr. Tartakover "The Josef Diemer Gambit" as 2. Nc3 is considered to be more promising.

2.			d7-d6	(P-Q3)
3.	e2-e4	(P-K4)	Nb8-d7	(N-B3)
4.	Bc1-e3	(B-K3)	e7-e5	(P-K4)
5.	d4-d5	(P-Q5)	g7-g6	(P-KN3)
6.	Qd1-d2	(Q-Q2)	Bf8-g7	(B-N2)
7.	Bf1-b5	(B-QN5)	a7-a6	(P-QR3)
8.	Bb5-a4	(B-QR4)	0-0	(0-0)
9.	g2-g4!	(P-KN4)	b7-b5	(P-QN4)
10.	Ba4-b3	(B-N3)		

As in another game, against Kotek, in which my Bishop retreated to d3, it is possible to say, with equal veracity, that it is this Bishop that closes the mating net.

10.	...		Nd7-b6	(N-N3)
11.	h2-h4	(P-KR4)	Bc8xg4!?	(BxP)!?

I must admit that I was really not surprised, for I had often had this sacrifice played against me.

12.	f3xg4	(PxB)	Nf6xg4	(NxP)
13.	Ng1-f3	(N-KB3)	Ng4xe3	(NxB)
14.	Qd2xe3	(QxN)	f7-f5	(P-KB4)
15.	Nb1-d2	(N(1)-Q2)	f5xe4	(PxP)
16.	Nd2xe4	(N(2)xP)	Rf8-f4	(R-B5)
17.	0-0-0	(0-0-0)	Bg7-h6	(B-R3)
18.	Nf3-g5	(N-N5)	Qd8-e7	(Q-K2)
19.	Kc1-b1	(K-N1)	Nb6-d7	(N-Q2)
20.	Ng5-e6!	(N-K6!)	Rf4xh4	(RxP)

I saw this move with great glee!

21.	Qe3xh6!!	(QxB!!)	Rh4xh6	(RxQ)
22.	Rh1xh6	(RxR)	Nd7-f8	(N-B1)
23.	Ne4-g5	(N(4)-N5)	Qe7-f6	(Q-B3)
24.	Rd1-h1	(R(B)-R1)	Nf8xe6	(NxN)
25.	d5xe6!	(PxN)	Qf6xg5	(QxN)

I then announced Mate in Three.

26.	e6-e7 +dis.	(P-K7 dis. ch.)	Kg8-g7	(K-N2)
27.	Rh6xh7+	(RxP+)	Kg7-f6	(K-B3)
28.	Rh7-f7 Mate.	(R-B7 Mate).		

Until this time, I had never loved 1. d4, Nf6; 2. Nc3, for Black could continue with 2. ... d5; 3. e4, e6 and direct the game into a French Defence, and Black has apparently never had much fear for the Steinitz Variation: 4. e5, Nd7; 5. Nce2, c5; 6. c3, Nc6; 7. f4, Qb6; 8. Nf3, Be7; 9. a3, c4. My pupil Stummer now appeared to have found a decisive strengthening of White's game:

Game STUMMER vs. LINDVALL (Played by Correspondence). 1. d2-d4, Ng8-f6; 2. Nb1-c3, d7-d5; 3. e2-e4, e7-e6; 4. e4-e5, Nf6-d7; 5. Nc3-e2, c7-c5; 6. c2-c3, Nb8-c6; 7. f2-f4, Qd8-b6; 8. Ng1-f3, Bf8-e7; 9. a2-a3, c5-c4; 10. g2-g4!! In place of the theoretical move 10. Ng3. 10. ... Nc6-a5; 11. Ne2-g3, Na5-b3; 12. Ra1-b1, a7-a5; Bc1-e3, Qb6-d8; 14. g4-g5! b7-b5; 15. f4-f5!, e6xf5; 16. Ng3xf5, 0-0; 17. h2-h4, Nd7-b6; 18. Bf1-h3, Bc8xf5; 19. Bh3xf5, g7-g6; 20. Bf5-c2, a5-a4; 21. Qd1-e2, Qd8-d7; 22. Qe2-h2, Be7-d8; 23. h4-h5, Ra8-a7; 24. Ke1-e2 and Black cannot avoid mate.

continued on the next page.....

ON THE PRACTICE OF MY SYSTEM by Josef Diemer (Continued from previous page).

It only remains for me to say that the Huebsch Gambit 1. d4, Nf6 - 2. Nc3, d5 - 3. e4, Nxe4 - 4. Nxe4, dxe4 - 5. Bc4! is no longer a problem for the connaisseurs of the Blackmar-Diemer Gambit and timid spirits need no longer fear this continuation. At Danderyd I played half the games with the Black pieces and this reminds me of a very amusing game. A year before, in Thuringe, I came across the Unterweissbach Gambit. My pupil Soller and I have analysed this. 1. d4, e5! - 2, dxe5, f6!! - and I drew attention on the possibility of arriving at the Albin Counter-Gambit in a position very advantageous to Gambit Soller: 1. d4, d5 - 2. c4, e5 - 3. dxe5, d4 - 4. Nf3, Nc6 - 5. a3 or Nbd2, f6! but then we were posed with the problem of how to play after 1. d4, d5 - 2. Nf3? My friend Schlutter offered to show the gambit to the rest of his own circle (for analysis) but I replied:

"It is very simple, Black plays 2. f6! and on 3. e3, e5!!, after 4. dxe5, fxe5! - 5. Nxe5 and we have, in effect obtained an equal position to that obtained by the Soller Gambit.

This position is very often encountered in Sweden. Here is a typical game:

1. d2-d4, e7-e5; 2. d4xe5, f7-f6; 3. Ng1-f3, f6xe5; 4. Nf3xe5, d7-e5; 5. e2-e3, Bf8-d6; 6. Qd1-h5+, g7-g6; 7. Ne5xg6, Ng8-f6; 8. Qh5-h4, Rh8-g8; 9. Ng6-f4, Rg8-g4; 10. Qd4-h6, Bd6-f8; 11. Qh6-h3, Rg4xf4 - winning the Knight and the game.

Even stronger than 3. Nf3 is e4! If Black continued with 3. ... Nc6; then 4. Nf3, fxe5; 5. Bc4, Nf6; 6. Ng5, Bc5!! 7. Nf7, Bxf2+! the celebrated Traxler Variation of the Two Knights' Defence. (1. e4, e5; 2. Nf3, Nc6; 3. Bc4, Bf6; 4. Ng5, Bc5!!?; 5. Nxf7, Bxf2+!) but with the differnce that there is no longer a pawn on d2.

(To be continued in the next edition).

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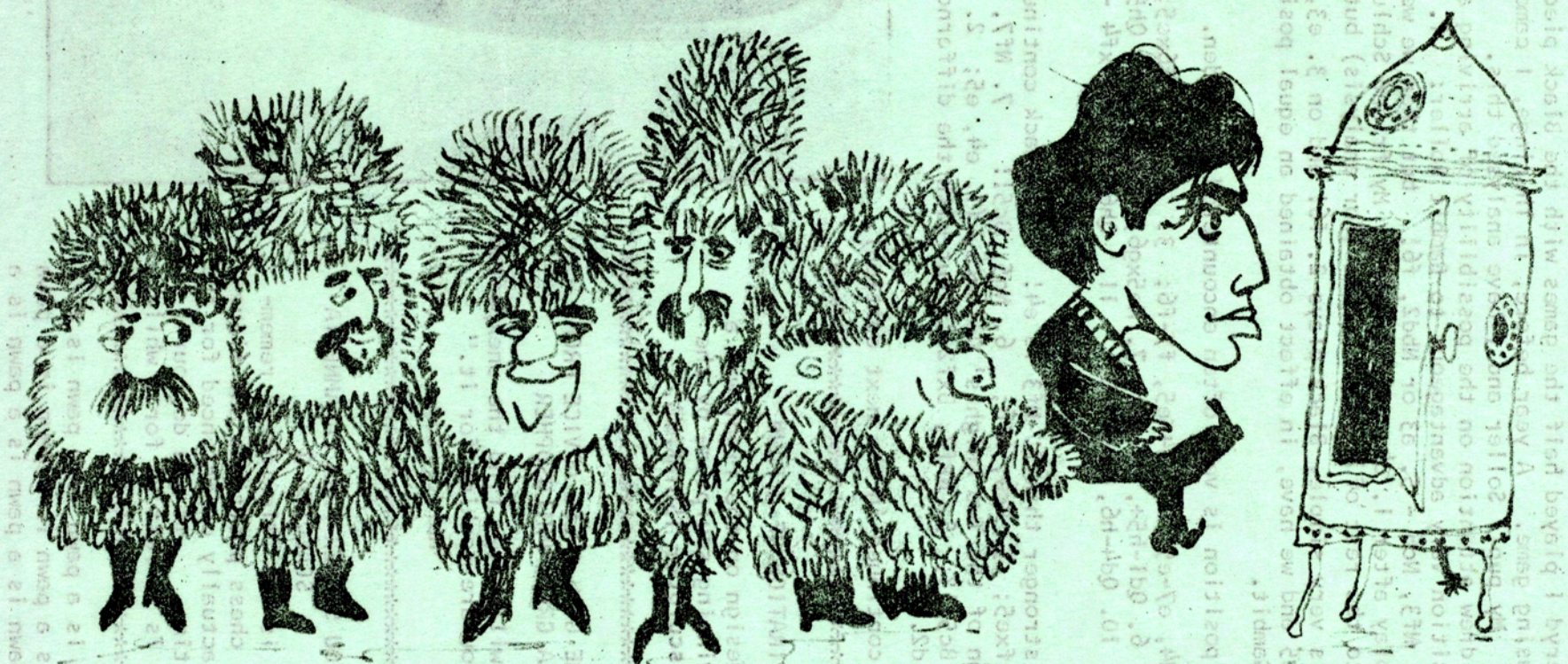
SPECIAL CHRISTMAS CHESS COMPETITION

Prizes for the funniest caption to the following imaginary chess scene depicting the World Champion Mikhail Tal being put aboard an interplanetary (?) rocket. Editor's decision final. Dec.31, 1960 last date for entries



NIMZOWITCHCRAFT

Introduction

If a textbook were needed for a course of instruction on the game of Chess, Aron Nimzowitsch's "MY SYSTEM" would be a logical choice. Why should this be? Nimvowitsch never won the World Championship and there are many books on chess by World's Champions. The answer to this is probably that one often finds that champions are not necessarily the best teachers or that often you find the best theorists a little below the top. Of course, Nimvowitsch's record was quite impressive. After World War I, in thirteen Master Tournaments, Nimvowitsch won outright six times; was bracketed 1st three times; 2nd place three times, and 3ndr place once. Between 1906 and 1929, he finished ahead of competitors that included such names as Spielmann, Marshall, Alekhine, Vidmar, Maroczy, Tarrasch, Tartakover, Reti, Rubenstein, Grunfeld, Samisch, Colle, Yates, and even Capablanca (at Carlsbad, in 1929).

Nimzowitsch deals with his system in two parts: Part I - The Elements; and Part II - Position Play. In Part I, he deals with the Centre and Development, Open Files, the 7th & 8th Ranks, the Passed Pawn, Exchanging, End-Game Strategy, the Pin, Discovered Check, and the Pawn Chain. Part II deals with Position Play and the Problem of the Centre, the Doubled Pawn and Restraint, the Isolated Queen's Pawn, the Two Bishops, Over-Protection, and Manoeuvring against Enemy Weaknesses.

It is a fine book. However, like most text-books, extremely detailed and not always too easy to follow. It is,hardly a book to read on a bus (unless you are a Koltanowski). In fact, you almost have to have two chess boards in front of you to follow the text - the first board for the main lines and the second board for those many many side-tracks. Hence, the appearance of this humble effort to present a digest of Nimzowitsch's system. So here we go:

On the Centre and Development

Development means the strategic advance of the troops to the front line (that is, to the hinge in the middle of the board). Both armies seek to reach the frontier as quickly as possible in order to penetrate into enemy territory. Development of the units of the army should be inspired by a democratic spirit - let each officer make one move only and ... dig himself in.

A pawn move is only an aid to development. To quote "If it were possible to develop the pieces without the aid of pawn moves, the pawn-less advance would be the correct one. However, the pawn-less advance is, in reality, impossible of execution, since the enemy pawn-centre, thanks to its inherent aggressiveness, would drive back the pieces which we had developed." The following illustrates the wrecking of a pawn-less advance: 1. Kt-KB3, Kt-QB3; 2. P-K3, P-K4; 3. Kt-QB3, Kt-KB3; 4. B-B4?, P-Q4 and now Black's pawns have a demobilizing effect. 5. B-Kt3, P-Q5, and White is in trouble. (Incidentally, P-K3 is considered to be a "pawn-less move" because the pawn was not moved far enough to engage the enemy!)

It follows then that, in the open game, after 1. P-K4, P-K4, either P-Q3 or P-Q4, now or later, is always a correct move. It also follows that flank pawn movements must be a loss of time with the only qualification that, in close games, the rule applies only to a limited extent, since contact with the enemy is not complete and development proceeds at a slower tempo.

To be ahead in development is the ideal to aim at. If you are running a race you do not stop to rub a smut off your nose. But if you could induce your opponent to do this, you would get an advantage in development over him. Example: 1. P-K4, P-Q4; 2. PxP, QxP; 3. Kt-QB3. This might also be called an exchange with resulting gain in tempo - we take the QP to entice a piece onto a square exposed to attack.

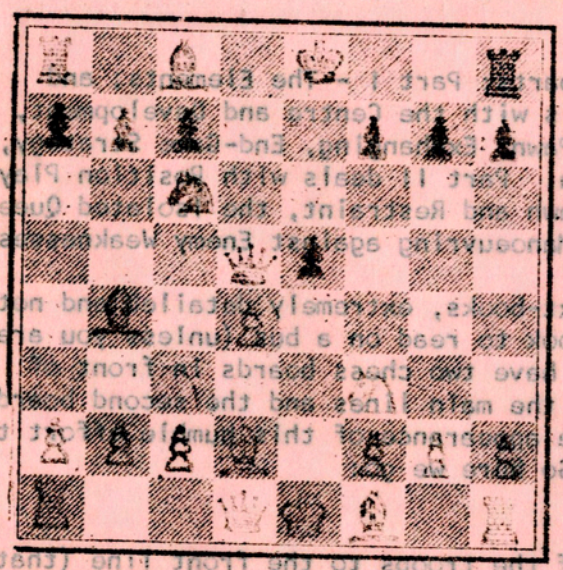
NIMZOWITCHCRAFT (Continued)

Also, the exchange of a piece that has moved twice for our opponent, for a piece of ours that has only moved once, means loss of tempo for our opponent. When a farmer loses a pig thru illness, he mourns not only the little pig, but also the good bran it has consumed.

An intermezzo is possible in the manoeuvre: exchange with gain of tempo: 1. P-K4, P-K4; 2. P-KB4, P-Q4; 3. PxQP, QxP; 4. Kt-QB3!, Q-K3; 5. PxP, QxPch; 6. B-K2 (Q-K2 is even stronger) B-KKt5; 7. P-Q4 (not Kt-KB3 because of BxKt) BxB; 8. KKtxB, Q-K3; 9. 0-0, and White has 5 tempi to the good! Just think of being given 5 extra moves by your opponent!

When a merchant sees failure ahead, he trys to liquidate, to invest what he can save out of the ruins in something more promising. So it is in Chess. For example: 1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. P-Q4, P-Q4?; 4. PxQP, QxP; 5. Kt-QB3, B-QKt5; 6. B-Q2 (Now Black liquidates) BxKt, 7. BxB, PxP; 8. KtxP and Black can now proceed with his development with 8. ... Kt-B3 and is in no way behind in development. (See Fig. 1. below). Now, had White moved 4. B-QKt5 (threatening 5. KtxP) what is Black to do? Relatively best is 4. .... PxKP. Continuation might be 5. KtxP, B-Q2; 6. BxKt, BxB; 7. 0-0, B-Q3; 8. KtxB, PxB; 9. Kt-QB3, P-KB4 and Black does not stand badly.

Fig. 1. BLACK - 14

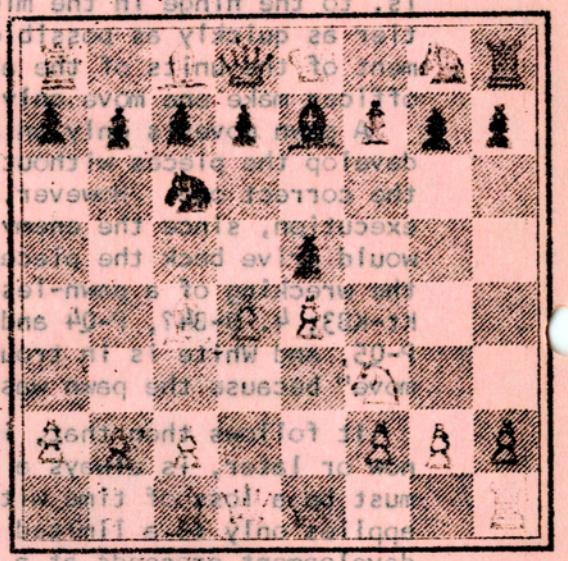


WHITE - 15

Black liquidates. How?

A free and mobile centre is a deadly weapon of attack. In every case, the question is whether the hunted Knight will flit hither and thither or succeed in saving himself for the tempo for which he is responsible. Generally, the Knight seeks to establish himself in the centre. He may, however, become the target of opposing pawns. The centre must be held at all costs (See Fig. 2 below). After 1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. B-B4, B-K2 (B-B4 is more aggressive) 4. P-Q4 (DIAGRAM) Black's best move is 4. ... P-Q3 to support the centre. After 5. PxP, PxP, White's centre is immobile. P-KB3 would be a mistake, White's Q-K-KKt3 on diagonal would be decisive. B-B3 would only support the KP but not the centre.

Fig. 2. BLACK - 16



WHITE - 16

Which is right? Black's PxP or P-Q3? Why is B-B3 not? Why is P-KB3 bad?

Under the section headed "Surrender of the Centre" Nimzowitsch states the following two postulates:-

(1) If one has allowed the enemy to establish a free mobile centre pawn, the latter must be regarded as a dangerous criminal against whom all our chess fury must be directed.

(2) Such a pawn must either be executed or be placed under restraint. Accordingly, we condemn the criminal either to death or life imprisonment. Or, we can combine the two.

(TO BE CONTINUED IN OUR NEXT EDITION)

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CHESS-PLAYER v. COMPUTER

In the last edition of Chess in Action, we explained how the machine "thinks" up its next move by a laborious procedure of examining each and every square and asking 5 questions about each. A laborious task, indeed, yet so fast are these machines that this entire procedure of compiling answers to 320 questions takes but one-tenth of a second!

Next comes the most difficult part of the program, the part about which most controversies rage, and that is to find a workable basis for the machine's decisions. In this area, some hypotheses have to be made about how a human being plays chess and it is somewhat amazing that so little is known about this area. As a beginning, it has to be decided on what basis a human or machine should select the moves that are to be given serious consideration. Full consideration of all moves is out of the question on account of the tremendous variety presented at every move.

There are apparently two philosophies about this: the first is that the player should concentrate on the moves that appear to be most plausible in the situation immediately at hand; the second that the player's approach to the selection is dictated by a grand strategy and, so far as he is able, he will seek out moves that will further this grand strategy. Bernstein and Roberts program was based on the latter hypothesis.

Of the various reasonable moves that might be made (around thirty), the machine selects seven for detailed analysis. These seven moves are picked on the basis of eight questions which it asks in the following order:

1. Am I in check? and, if so, can I capture the checking piece? interpose a piece? or move away my King?
2. Are any exchanges possible? and, if so, can I gain material by entering upon the exchange? or should I move my man away?
3. If I have not castled, can I do so now?
4. Can I develop a minor piece?
5. Can I occupy an open file?
6. Do I have any men that I can put on the critical squares created by pawn chains?
7. Can I make a pawn move?
8. Can I make a piece move?

Considering the open move as an illustration, the machine comes up with negative answers to questions 1, 2, and 3.

The answer to 4 is yes and the machine notes that it has four possible Knight moves. The answers to questions 5 and 6 are No, and Yes to question 7. The machine notes that any of the 8 pawns may be moved but

MACHINE

MRK	MNT		MKG	MQN		MRK
MPN	MPN	MPN			MPN	MPN	MPN
			OQN		MBS	
				OPN		
				OPN		
OPN	OPN	OPN				OPN
ORK			OKG		OBS	ONT	ORK

OPPONENT

MASTERLY MOVE was made out of this position by the machine. The move was Q-' (queen to king's column, row 2). Experts would consider this the only satisfactory n

the machine has been given instructions to give priority to P-K4, K-K3, and P-Q4 moves. These three pawn moves, together with the four possible Knight moves, provide the machine with seven moves to study.

The machine next proceeds to test each of the seven moves in turn through FOUR MOVES AHEAD, considering its opponent's possible replies and its own possible counter-responses in each case. (See the diagram on the second page of the previous edition of Chess in Action). When the machine reaches the fourth level (initial move, reply, counter-reply, and now the opponent's seven potential responses to its counter-reply) it examines each of the seven moves to see which one would net the highest value for its opponent. The value, or score, is measured by the following four considerations:

1. Gain of material (P=1, N or B = 3, R=5, Q=9).
2. Defense of the King.
3. Mobility of the pieces.
4. Control of important squares.

After the machine has determined its opponent's score in level 4, it carries this back as the score for its own move 1 in level 3. In this manner, the machine examines all sequences of plays and develops scores for all outcomes at the fourth level. This examination covers 2,800 possible positions and takes the machine about 8 minutes - quite a long time and one that would certainly get it into time difficulties in a contest. If the machine had to examine 8 plausible moves instead of seven, it would take as long as 15 minutes per move! So you can see that, even with the fantastic speeds of the machine, time is a very limiting factor on the quality of its play (The human brain is less logical, more selective; so far, scientists have not been able to breathe this gift of selectivity into the machines).

What sort of game does the machine play with the program described? In the first place, the machine never makes any blatant blunders (such as letting a piece be caught en prise). Also, when its opponent is careless enough to expose a piece, the machine takes instant advantage of the chance to capture it. In the second place, the machine often plays like a master, making what an expert would consider to be the only satisfactory move (See the example on the previous page). Thirdly, the machine is definitely not in the master class in the playing of a complete game. A typical game played by the machine aganist a skillful opponent is illustrated on the right. A game in which the machine lost was deliberately chosen to show how, in the middle game, the machine's weaknesses become apparent, especially that it has a heavy bias towards moving attacked pieces rather than defending them - a fault that could possible be corrected by better programming.

(To be continued).

	MACHINE (WHITE)	OPPONENT (BLACK)
1.	P — K4	P — K4
2.	B — B4	P — QN3
3.	P — Q3	N — KB3
4.	B — KN5	B — N2

Black is preparing for a direct attack on the center, via P — Q4.

5.	B × N	Q × B
6.	N — KB3	P — B3
7.	O — O	P — Q4
8.	P × P	P × P
9.	B — N5 ch	N — B3
10.	P — B4?	P × P

White 10 N × P is better because if black replies Q × N, then R — K1. Since the pawn is defended by the queen, N × P seemingly loses material, and the move is discarded.

11.	B × N ch	Q × B
12.	P × P?	P — K5

White 12 is bad, R — K1 is better.

13.	N — N5	Q — N3
14.	N — KR3	P — K6
15.	P — B3	B — B4
16.	R — K1	O — O
17.	N — B3	

Fiddling while Rome burns.

		P — K7 dis ch
18.	N — B2	B × P
19.	P — KN3	P × Q = Q
20.	N (QB3) × Q	Q — B7
21.	P — N3	R (QR1) — Q1
22.	P — KR4	R × N
23.	Resigns	

ACTUAL GAME between computer and human opponent is described in conventional chess terminology. The comments of the human opponent have been interpolated

The Annual East-West Match

The Annual East-West Match was held on Sunday, October 30, 1960 at the Oakland YMCA Chess Club. The result was that East won 8 to 6. Individual results were:-

EAST		WEST	
Randall Hough	1	Bill Denson	0
Elwin Meyers	0	D. Mahood	1
Don Dalessi	1	Mrs. Bett'ct.	0
LaRoy O'Doan	1	M. McLennan	0
M. O'Neill	0	R. McClary	1
James Packard	1	Sam Bett'ct.	0
R. Thacker	½	Erik Osbun	½
R. Trenberth	0	Dan McLeod	1
Bartley Bevins	1	Louis Ingram	0
John Lasich	0	Edgar Bogas	1
R. Jordan	1	R. Headrick	0
R. Schutt	1	Sidney Rubin	0
Bruce Forman	0	Wm. Stevens	1
C.T.McGinley	½	Ernest Anders	½
	8		6
	=		=

Apologies to Sam and Mrs W. Bettencourt for abbreviating their names.

So far East has won 3 games and West 3 in the 6 matches held during the last six years.

The Match was followed by a Rapid Transit Tournament. Here are the results:

Expert-A	1st prize	R. Henry)	TIE
	2nd prize	E. Osbun)	
	3rd prize	Tom Dorsch	
B Group	1st prize	R. Schutt	
	2nd prize	Edgar Bogas	
C Group	1st prize	Paul Vayssie	
	2nd prize	Louis Ingram	
	3rd prize	E. Meyers)	
		R. Headrick)	TIE
		M. McLennan)	
		R. Hough)	

George Koltanowski on Television

George was on Channel 2 KTVU on Sunday, Nov. 6, 1960. After a display of a few of the wonderful chess sets on display at Stanford Museum, George played three games with Stanford professors. The show lasted an hour.

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Latest Chess Olympic Results

The Soviets defeated England 3-1 in the unfinished 11th round match and piled up totals of 34-10. Keres won from Clarke and Petrosian scored against Wade. The U.S. won from E. Germany 3½-½. Fischer beat Uhlmann and Lombardy split the point with Pietsch. Russia 34-10; U.S. 29-15; Yugoslavia 27-17; Hungary 22½-21½; Czechoslovakia 21½-22½; Bulgaria 21-23; Argentina 20½-23½.

News from San Bruno Chess Club

October dateline: At the halfway point in the San Bruno Championship with three games played and three more to go, Wade Hendricks and Jim Gough are the tournament leaders with three points each. Wade is playing like the Hendricks of old and Jim Gough is living up to his reputation.

Dan McLeod won the September Rapid Transit tournament without the loss of a game and this was the second time in a row.

The San Bruno Club turns out a very nice little club magazine called "The Springer". Reading through the last few months' editions, I like the following quotes:

"I will study and get ready and perhaps my chance may come" - Abraham Lincoln.

This was a biting remark of Tarrasch commenting on a line of play chosen by a prominent master in a World's Championship match: "Up to this point White has been following well-known analysis, but now he makes a fatal error - is begins to use his own head".

An Impromptu Sentiment

A beaker full of wine and love,
With gentle memories crowned,
To him who lived in days of old,
On orient Indian ground;
Unknown, yet honored everywhere,
Though nameless, yet renowned;
Whose genius, wit, and skill combined
An after world to bless,
Who plucked from out his wondrous mind
The glorious game of chess.

(Delivered by Willard Fiske at the opening festival of the New York Chess Club in October of 1856).

RESULTS OF THE PALO ALTO CHESS TOURNAMENTS
Held November 11, 12, 13, 1960

In November, 1960, the Palo Alto Junior Chamber of Commerce sponsored two chess tournaments with a total Prize Fund in all sections of $1,000.00. No less than 127 players took part in the festival. George Koltanowski directed.

Winners in the three day EXPERT TOURNAMENT were:-

1. William Addison, S.F.)
2. Saul Wanetick, Concord) $400
3. Erik Osbun, Santa Rosa) prize
4. Jerome Hanken, L.A.) money
5. Rex Wilcox, Stanford)

plus

Ten (10) $20.00 entry fees paid to the U.S. Chess Federation Open Championship, San Francisco, August 14-27, 1961 awarded to the following:

David Krause, Palo Alto
Philip Smith, Fresno
John Mortz, Stanford
Henry Gross, San Francisco
Leslie Simon, Los Angeles
Dr. Frank Ruys, Woodside
Lee Hyder, Berkeley
Robert Lorber, Stanford
Roy Hoppe, San Francisco
Don Sutherland, San Francisco

For those who were not experts and/or could not make the full three days, there was a two day Open Tournament for groups A, B, and C, on the Saturday and Sunday. Results were:

A. Group

1. John Blackstone, Saratoga)
2. T. Horvath, Burlingame) $165
3. R. Thacker, Richmond) prize
4. E. T. Dana, Los Altos) money.
5. R. McCollough, San Francisco
6. R. Schutt, Hayward)

B. Group

1. Dale Gillette, Davis)
2. George Powers, Santa Clara) $135
3. Sid Rubin, Palo Alto)
4. F. Schoene, San Bruno) prize
5. V. Ricketts, Palo Alto)
6. C. Erickson, Palo Alto)) money
W. Montfort, Mt. View))
D. Willis, Oakland))

continued at top of next column.....

A PAWN IS A PAWN IS A PAWN IS A PAWN

C. Group

1. Jack Powell, Hayward)
2. R. Headrick, San Bruno) $100.00
3. P. Burger, Stanford) prize
4. T. Layfield, Stockton) money
5. Albert LaRue, Los Altos)

For those who could not make the full two day tournament, there was a Sunday Tournament, divided into two four-men groups. Results were:

Ernest Anders, San Francisco)
Frank Hamaker, Mt. View) Winner: Frank Hamaker
Hans Liband, Palo Alto)
J. Shapona, San Francisco)

Sam Bettancourt, S.F.)
A.A.Bushby, Anderson Valley) Winner: Sam Bettencourt
A. Eydal, San Francisco)
A. Gullmes, San Francisco)

Chess Through the Ages Exhibition at Stanford Museum

Connected with the Chess Festival was a large collection of chess sets and other collectors items like books of chess instruction written by hand, centuries old. Many of the chessets exhibited were from the private collections of Dr. Hanna and Dr. Lee.

Some of the sets were made of gold (Black) and Silver (White). However, ivory and wood have always been the commonest materials. Many of the intricately carved ivory sets depicted wars. For instance, there was one set with the Spaniards as White and the Aztec indians as Black. Then there was another set with Napoleon as one of the Kings. However, the sets that pleased the writer most were sets that were probably among the less valuable. For instance, a not uncommon Mexican set in a combination of beautiful woods is surely one of the handsomest as well as practical sets in existence. And a Japanese set in ivory, with characters from Japanese folklore, with characters with one foot and one eye in the middle of the forehead, were really delightful to behold.

Also shown was a Japanese set of Shogi, on a 9 x 9 square board with 20 men each side. This game is an offshoot from the Chinese and retains some of the features of both Chiang-qi and western chess. This calls to mind that Chas. E. Tuttle Co., of Rutland, Vermont publish a book called "Japanese Chess" - The Game of Shogi -$2.75.